

REMARKS

In paragraphs 2 and 3 of the final Action, claims 3 and 8 were objected to. In paragraph 5 of the final Action, claims 3 and 4 were rejected under 35 U.S.C. 102(e) as being anticipated by Heredia. In paragraph 8 of the final Action, claims 5 and 8 were rejected under 35 U.S.C. 103(a) as being unpatentable over Heredia in view of Nagasawa.

In view of the rejections, RCE has been filed, wherein claims 3 and 8 have been amended to obviate the rejections. Also, new claims 9 and 10 have been filed.

In claim 3, it is clarified that a network receiving section is separated from the game communicating section, and directly receives a plurality of incoming signals of telephone message data.

This is shown in Fig. 1, wherein a plurality of players is directly connected through the Internet network, while a managing server 30 is also connected to the Internet network. Also, it is explained that concurrent communications can be made among multiple players (page 3, lines 6-12). Further, it is explained that the synthesizing section 57 synthesizes the telephone message data transmitted from the other player and the musical sound data transmitted from the managing server 30 (page 12, lines 13-22).

In Fig. 1 of Heredia, client computers are connected to a server computer E directly or indirectly (column 3, lines 61-67). Therefore, the game players are not directly connected to each other.

Also, it is explained at column 4, lines 19-21 of Heredia that "Rather, server E only needs to transmit data to clients A, B, C, and D to synchronize game play and voice communications among the client computers."

Further, it is explained at column 5, lines 28-36 of Heredia that "Voice data 210, when transmitted from client A, B, C, or D to server E, may comprise the voice or audio data received from the

player's microphone. Server E may mix that voice data with other voice and audio data received from the remaining clients A, B, C, or D. Thus, in the in voice segment 210 of Fig. 2 as transmitted from server E to clients A, B, C, and D, they comprise a mixed data signal for each of players A, B, C and D. This voice segment 210 may be mixed in a number of ways."

Therefore, the players in Heredia do not directly communicate with each other, and can communicate through the server E. Thus, Heredia does not have a section corresponding to the network receiving section of the invention. In the invention, the network receiving section is separated from the game communicating section, and directly receives a plurality of incoming signals of telephone message data.

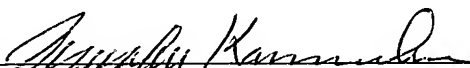
Nagasawa was cited to show an incoming call transmitting section. In Nagasawa, upon receiving an incoming call, a call incoming indicator or a backlight on the display blinks or ringing starts without forcibly suspending a pocket game. However, Nagasawa does not rectify the deficiency of Heredia.

Therefore, claims pending in the application are patentable over the cited references.

Reconsideration and allowance are earnestly solicited.

Two month extension of time is hereby requested. A credit card authorization form in the amount of \$650.00 is attached herewith for the two month extension of time (\$245.00) and RCE (\$405.00).

Respectfully Submitted,

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